

Docket No. F-7219

Ser. No. 10/007,732

AMENDMENTS TO THE SPECIFICATION:

Please amend the indicated paragraphs of the specification in accordance with the amendments indicated below.

Pages 5 and 6: the paragraph bridging these pages, amend as indicated below:

Fig. 1 is an overall schematic diagram of a character-training game system as an embodiment of the [[net]] network game system of the invention. The server 1 for performing processing pertaining to the game is situated on a network 2, namely, the Internet [[2]]. A terminal device, namely, a cell phone 3 can communicate with server 1 by connecting to the Internet network 2 via a provider 3A who is a contracting mobile communications company. In the present invention, formats by similar or different mobile communications companies may be employed.

Pages 6 and 7: the paragraph bridging these pages, amend as indicated below:

Database portion 11 comprises a company data storage portion 111 for storing data relating to a virtual company; [[an]] a personal data storage portion 112 for storing information relating to virtual individuals associated with players; a question storage portion 113 for storing various questions consisting of queries and question information in multiple choice format, etc. relating to interests and presented in a format that requests response from players; a parameter storage portion 114 for storing in table format parameter values set in association to responses (answers) to questions and incremented or ~~decremented~~ decreased, scores (parameter values) for promotion conditions for various duties, and parameter values for company management modes indicating company management conditions after promotion to president; and an event storage portion 115 for storing various random event information, as well as a enrollment-related information storage portion 116 for storing referral guide information, recruitment information, standardized documents such as standard formats for reports, etc.

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Page 11: 2nd full paragraph, amend as indicated below:

Transmitting/receiving portion 105 transmits to the question to be distributed and all other information to cell phone 3 via the Internet network 2, as well as receiving access and response data from the cell phone 3 and transferring the data to a predetermined function portion.

Page 16: 2nd full paragraph, amend as indicated below:

During Turning now to a description of the various random events, in "salary negotiation" event, there is displayed an input screen the includes the screens "OK", "further negotiation" and "resolve"; if "further negotiation" is selected, an amount may be entered in the Desired Amount field. This event is resolved within a range of $\pm 20\%$ of the offered amount; the resolution factor depends on the magnitude of the "fortune" and "love" parameters.

Pages 36 and 37: the paragraph bridging these pages, amend as indicated below:

In the aforementioned [[net]] network game system, the game server may comprise question generating means for generating a predetermined number of question sessions, said sessions being shown at predetermined intervals on data terminal monitors; transmitting/receiving means for transmitting a generated question to a data terminal and for receiving from a data terminal response data in response to the question shown on the data terminal monitor; a parameter storage portion for storing said response data together with an associated increment/decrement parameter value required for character-training; [[an]] a personal data storage portion for storing a parameter value updatable with reference to information that identifies an employee; and character-training processing means for adding the increment/decrement parameter value to a current parameter value ~~said increment/decrement parameter value~~, said value having been determined from the content of response data to a question, storing in said personal data storage portion

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a value for the virtual employee, and on the basis of this parameter value, performing a process to promote or demote within the virtual company the virtual employee associated with said data terminal.

ABSTRACT AMENDMENTS

Amend the abstract found on the last page of the specification as filed as indicated below by underlining, strikeouts, or double bracketing. A cleanly typed substitute abstract is submitted on the following separate page.

ABSTRACT OF THE DISCLOSURE

~~Members are increased efficiently by providing a referring mode for recruitment of non-members as one of means to achieve a game goal. The present invention provides a net~~ Network game system for playing a game with the aim of achieving a predetermined ~~goal, said goal.~~ The game being is played, via data terminals [[3]] operated by member players, in a game space provided on a game server [[1]], while communicating with the [[net]] game server on the network [[2]]. The game server ~~comprises~~ includes a recruiting information generating section [[106]] for generating, upon receipt from a member player of referral information specifying the mail address of the data terminal [[3]] of a non-member player, recruiting information including information specifying the member player, an enrollment processing section [[107]] for performing enrollment processing upon receiving application information in response to recruiting information sent to the mail address of the non-member, and an advantage conferring section [[108]] for conferring to the referring member player advantages useful in achieving the goal of the game.

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ABSTRACT OF THE DISCLOSURE

Network game system for playing a game with the aim of achieving a predetermined goal. The game is played, via data terminals operated by member players, in a game space provided on a game server, while communicating with the game server on the network. The game server includes a recruiting information generating section for generating, upon receipt from a member player of referral information specifying the mail address of the data terminal of a non-member player, recruiting information including information specifying the member player, an enrollment processing section for performing enrollment processing upon receiving application information in response to recruiting information sent to the mail address of the non-member, and an advantage conferring section for conferring to the referring member player advantages useful in achieving the goal of the game.